

Canberra
Amiga
Users
Society
Inc



beCAUS

June 1992



Image from
Real 3D
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Aims of the Society

Canberra Amiga Users Society Incorporated (CAUS) is an independent group (currently with about 250 members) formed for the benefit of people who own, use or are interested in the Commodore Amiga computer.

Benefits

Benefits include a bi-monthly newsletter, monthly meetings, discounts, a bulletin board, Public Domain library, special interest groups (SIGs) and the opportunity to meet and exchange ideas with other Amiga users.

Subscriptions

Membership of the Society is available for an annual fee of \$20. This fee may be paid, with a filled-in application form, either to the Membership Secretary at any of the monthly meetings or by mail to the Membership Secretary, PO Box 596, Canberra 2601.

Bulletin board

The CAUS bulletin board is online 24 hours and is maintained by our Sysop Peter McNeil and his team. To be a member of the bulletin board, you need to pay \$5.00 additional yearly subscription.

The telephone number of the bulletin board is 2551469 and of the Sysop 2545545 (h).

Newsletter Contributions

beCAUS is produced bi-monthly. Contributions can be submitted to the Editor via the newsletter area of the bulletin board, at the monthly meetings or to The Editor, PO Box 596, Canberra 2601.

Articles, reviews, comments and graphics are always welcome. Where possible, please provide them in Amiga readable format ie a disk file in ASCII, Wordperfect, Scribble!, Prowrite, Excellence or Amiga graphic format. The deadline for contributions to the newsletter is the 15th of the month preced-

ing distribution. All contributions should be accompanied by the author's name and contact details. We reserve the right to refuse, disclaim and/or edit contributions.

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Advertising

	First Run	Rerun
Full page	\$30	\$20
Half page	\$25	\$15
Quarter page	\$20	\$10

Copy is to be provided to the Editor either in Amiga graphic file format or as appropriately sized printed copy. First Run prices are applicable if the Editor has to format the advertisement.

Production

The Editor for the newsletter was David Wilson. The copy was formatted by the DTP SIG using Professional Page v2.1 and printed on a Postscript printer by Desktop Utilities.

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CAUS Committee (1992)

Director	Chris Townley 2545922 (h) 6-8pm
Vice Director	Gordon Owtrim 2972692 (h) 6-8pm
Secretary	Tony Hayman 2961894 (h) 7-10pm
Membership Secretary	Berenice Jacobs 2552284 (h) 4-8pm
Treasurer	Terry Sullivan 2545922 (h)
Committee	Stephen Bourne 2350150 (h) Christopher Cole 2478590 (h) David Jacobs 2552284 (h) 5-7pm Loy Winkler 2588320 (h) 4-10pm Joe McCully 2552128 (h) Neil Squires 2591128 (h)

Meetings

Meetings are held at 8 pm on the second Thursday of each month in either the Chifley Room or the auditorium at the Canberra Workers' Club in Childers St, Civic. The dates for the next few meetings are 11 June, 9 July and 13 August.

The Beginners' Group runs from 7-8 pm prior to each meeting.

Details of upcoming meetings and main topics will be advertised in the Canberra Times "Fridge Door" the week of the meeting.

Special Interest Groups

Each of the following members is coordinating a Special Interest Group (SIG) in the listed topic. If you are interested in joining one of these groups and getting more out of your Amiga, either contact them direct or indicate your interest at the next monthly meeting:

Loy Winkler	2588320	Genealogy
Bernie Wiemers	2418739	Amos
Christopher Cole	2478590	Hardware
Matthew Taylor	2515343	Music and Graphics
David Wilson	2918324	Desktop Publishing
Rob Vander Meer	2418480	Video
Andrew Boundy	2916971	CanDo

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Treasurer's Budget Statement 1992/93

Dear Members

I have pleasure in submitting an interim Budget for 1992/93. I have departed from a full budget to allow you to consider suggestions from your committee. I will be submitting a mini-budget at a later date when you, the members, have made your decisions.

There were several submissions made to the budget committee but unfortunately there were no costs quoted and, until such costs can be verified, it is impossible to make decisions.

Your committee considers that the immediate aim of the Society should be the purchase of a projection system to enable the better presentation of demonstrations, tutorials, lectures and information in a manner that all members in the auditorium can appreciate. The regular hiring of a projector might be possible and this has been allowed for in the interim Budget. This may of course not eventuate so next month you will be asked to consider giving permission to

(a) release the Treasurer from holding membership funds in reserve (subject to advice on legal requirements) and

(b) investigate the negotiation of a bank loan or overdraft to enable the Society to purchase a projection system.

If you decide to give the go-ahead to this proposal, it will mean the tightening of the Society's moneybelt. I ask that you give the matter your utmost consideration and, if you feel strongly one way or the other, to speak at our next meeting. I will be away at the time of this meeting so I shall leave the moving of the motion to Tony Hayman who will be acting as Treasurer during my absence.

In the meantime, I present for confirmation an interim Budget for 1992/93 to enable the Society to meet its day-to-day financial commitments.

T Sullivan Treasurer

INTERIM BUDGET 1992/93

Bank Balance at 1.3.92		\$4476
<u>Estimated Income for 1992/93</u>		
membership	\$4700	
advertising	\$ 200	
blank disk sales	\$ 200	
Megadisc sales	\$ 150	
	-----	\$9796

<u>Budget Expenditure</u>		
1992/93 expend.	\$1582	
CAUS magazine	\$2300	
blank disks	\$ 414	
PD disks	\$ 400	
administration	\$ 300	
insurance	\$ 336	
depreciation fund	\$ 500	
advertising	\$ 200	
BBS operation	\$ 155	
postal box	\$ 120	

	\$6307	
SIGS		
AMOS (software)	\$ 160	
Gene (software)	\$ 35	
digitiser	\$ 50	

	\$ 245	
OTHER		
Amiga upgrade	\$ 200	
PA mike	\$ 100	
projector rent	\$ 330	

	\$ 630	
		\$7182

Estimate Budget Surplus		\$2544

NOTICE OF MOTION

I give notice that, at the next monthly meeting of the Society, I will move that:

(a) subject to advice, the Treasurer be allowed to suspend the holding of reserve membership funds, and/or

(b) the Treasurer be authorised to negotiate either a bank overdraft or a bank loan to enable the purchase of a projection system for the use of the Society.

A Hayman Acting Treasurer

TRIAL BALANCE at 21 May 1992

opening balance	\$4544.74
income	\$1582.79
expenditure	\$1264.44
closing balance	\$4863.09

COMPLITERACY

LEARN HOW TO USE YOUR AMIGA

CompLiteracy is a partnership of computer professionals who specialise in computer education and microcomputer software. All our course and promotional materials are prepared using the Amiga. This comprehensive course fully covers Workbench and the CLI. There are now also courses on word processing, spreadsheets, graphics and animation.

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Help Service

The following is a list of members who have volunteered to share their knowledge and experience with other members. If you have a problem or just need a bit of advice in any of the areas listed, please ring during the hours shown.

Paul Martin	10-10 M-Su	2532121	what's happening
Simon Tow	6-7 pm M-F	2888362	hard disks, Digiview
Frank Keighley	6-7 pm M-F	2396658	laser printing, desktop publishing
James Dempsey	7-9 pm M-Su	2922145	Modula 2
Robert Vander Meer	6-8 pm M-F	2417113	desktop video
Wayne Rochester	6-10 pm M-F	2479093	assembler, general programming
Colin Vance	6-8 pm M-Su	2511087	beginners AmigaDOS
Andrew Boundy	8-10pm M-Th	2916971	Superbase Wordperfect

Of Disks, Drongos and Devices

by Leigh Murray

ICONSTARTER DISK

This disk is a one-disk guide to making icons, with many sample icons ready for use. It can be purchased for \$2 from Chris Cole at any CAUS meeting (ring him on 247 8590, or one of the CAUS PD librarians, to purchase disks at other times). The disk is not bootable, but it is iconned and should be easy to use; after booting Workbench, just insert the disk in your drive and click on the icons for the various programs and notes. Although the icon-editing programs and sample icons on the Icon-Starter disk should be suitable for all expertise levels, this disk has been prepared especially so that it is also suitable for beginners.

As the author of this disk, quite obviously I can't offer you an unbiased opinion of its worth, but I can describe what's on it:

- . Tutorial: Easy Icon-Making (from Be-CAUS April 92),
- . icon-editing programs (IEv2, IEv3Demo, and IconMaster),
- . DirWork directory utility (v1.51) (a specially configured form),
- . Beginners Help (lengthy additional notes on using IE and DirWork),
- . Set_Colours, a program to reset Workbench colours,
- . FullView, a text and picture displayer program (in the c directory),
- . over 40 sample IFF pics extracted from Megadisc's GR41 for use in icons,
- . more than 60 of some of the best icons from Fish disk collections, and
- . about 80 icons designed by me.

BEGINNERS HELP

I wrote the Beginners_Help notes to try to make it easier for Amiga novices to use the icon-editing programs and directory utility on the IconStarter disk. In the process I had to explain quite a few different features of Amiga programs, so beginners may find these notes helpful in increasing their understanding, even if they don't wish to edit or copy any icons.

DIRECTORY UTILITIES

Over the past few months I've learnt a lot about using the Amiga, mainly by playing around with icons, but also by continually using my Amiga for letter-writing, making greeting cards, and writing a few articles (such as this one). And I've learnt that directory utilities are enormously handy programs. I use mine every day, for multiple tasks. I'm always zipping in and out of it, copying, moving, deleting and renaming files. I've found it so useful that I wanted to highlight the benefits for other Amiga users who may not yet have made this discovery.

With a directory utility, you can almost avoid the CLI completely, whilst managing your files quickly and easily. The utility can be started just by clicking on its icon (or automatically via the startup-sequence), and then you can manipulate files (copy, rename, delete etc) with little or no typing, simply by pointing and clicking on directories, filenames and buttons. A directory utility can also be used to edit or display text, show pictures, play sound files, indicate the free space on a disk, indicate file protection status, and make new directories - all with just a click or two on the mouse and perhaps a smidgin of typing. These utilities really are very easy to use, and using them has helped me to understand Amiga file structures much better.

Good directory utilities include Directory Opus, SID and DirWork. Directory Opus, by an Australian, is very well-regarded and available commercially (for about \$60); a demo version (which has many functions disabled) is on CAUS Beginners Disk 2 or Fish 412. SID, the one I use, is shareware (\$US25) and comes on Fish 338; it, also, is a great utility but some know-how is needed for setting it up. DirWork (shareware \$35, by an Australian) is small, fast and very flexible. I put a copy of DirWork on the IconStarter disk, to give the opportunity to try a fully-functioning directory utility (they're handy for copying icons). I've set DirWork up especially so that it should be easy to use, and I've written notes to explain what these utilities can be used for and how to use this one.

If anybody reading this hasn't yet tried using a directory utility, why not get the IconStarter disk (it's only \$2) and have a go?

POTENTIAL ERROR 205

(Subtitle: How I made an ass of myself) Now if you've read this far, you should realise that I took great pains to set up the IconStarter disk so that it would be easy for beginners to use.

And I GOOFED.

It is probable that you will get an Error 205 when you click on the icon for the IEv2.0.Doc file in the IE drawer of the IconStarter disk. That is, when you try to read this doc file, you are likely to get an angry orange flash from Workbench and a peevish remark: Error 205 object not found (Workbench 2 omits the error number, but the gist is the same). If you consult the Error codes

listing in your Amiga manual (Appendix B of the WB1.3 manual, or the back of chapter 8 in the WB2 manual), you will find that Error 205 means that the system can't find the program described.

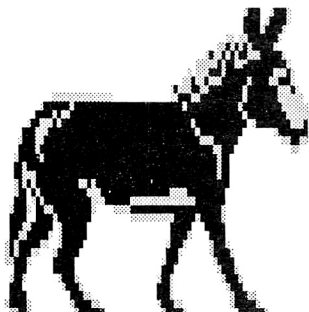
If you do get an Error 205 when you click on IEv2.0.Doc, then it will be because your system can't find the text displayer, FullView. And that's because I didn't specify the path correctly in the icon for IEv2.0.Doc.

Like all other project-type icons, the icon for IEv2.0.Doc contains details of which tool (ie, program) to use with that file - in this case, FullView - and where to get it from (it is in the c directory of IconStarter).

If you select the icon for IEv2.0.Doc (by a single click on it with the left mouse button), and then select Info from the Workbench menu (or Information if you are using Workbench 2), you will see that the default tool has been specified as c:FullView. It SHOULD be specified as :c/FullView so please change it if it is wrong on your copy (I've told Chris Cole about the error; he'll fix it for any disks sold in future).

CHANGING DEFAULT TOOL INFORMATION

To change the default tool information in an icon, select the icon, select Info from the Workbench menu, click once with the left mouse button in the bar containing the default tool information, retype it so it reads :c/FullView (the capitals don't matter as the system isn't fussy about them, but don't insert any spaces or other punctuation). Then hit Return and click on SAVE in the bottom left corner. And Bobs's your uncle. Well, at



least you'll now be able to read the IEv2.0.Doc file.

SPECIFYING PATHS

If you move programs and project files from one disk to another (for instance, if you compile a disk containing all your favourite utilities), often you'll need to alter the default tool information in associated project icons so that the system can find any necessary files in their new locations. For this you must know how to specify paths correctly.

Basically, you have to give the system a road map to the file. The full path would include a device name (such as a volume name or disk address), then any directories and subdirectories, and finally the filename.

As an example, for a letter with the filename NRMA92, stored in a subdirectory called Insurance of a directory called Business on a floppy disk called LETTERS01, the path would be

LETTERS01:Business/Insurance/NRMA92

AmigaDOS recognises some shorthand in pathnames. Examples are:

FullView (on its own) means look for FullView in the current directory

/FullView / means go up a directory level and look for FullView there

:FullView : means look for FullView in the root directory of this disk.

If I had put FullView in the same directory as IEv2.0.Doc, then I could have simply specified FullView in the default tool for IEv2.0.Doc. And if I had put FullView in the root directory of IconStarter, which happens to be one level higher than the IE di-

rectory, then I could have specified its path as either /FullView or :FullView.

DEVIOUS DEVICES and the COLON CONUNDRUM

The colon is used by AmigaDOS as a delimiter to indicate a device. (For this reason, the colon is one of the few characters which cannot be used in Amiga filenames; the slash / is another.)

A device in AmigaDOS terms can be a physical hardware device (such as the internal floppy disk drive), a software emulation (such as the RAM disk), a directory assignment, or a volume (the internal name given to a disk when it is initialised or renamed). All of these physical and logical devices have one thing in common: they are accessed by their name followed immediately (no spaces) with a colon. For example, df0: c: and IconStarter: describe the internal floppy disk drive, the system c directory and the floppy disk labelled IconStarter, respectively. The colon indicates the root directory of the device specified.

It is important to understand the difference between :abc and abc: because the placement of that colon is critical to the way AmigaDOS interprets the path it must follow to find a file.

:abc means go to the root directory on this disk (the colon with nothing before it indicates this disk), and then go to the abc directory of this disk to find the file.

abc: means go to the root directory of the mounted volume named abc or, if there is no mounted volume called abc, and if abc: has been assigned on your system, then go to wherever the abc directory has been assigned. (If there is no volume named abc mounted - that is, if there is no disk called abc in any drive - and no assign for abc, then AmigaDOS will ask for volume abc: to be mounted.)

Hence, a path of :abc/filexyz indicates that filexyz is to be found in the abc directory in the root directory of the currently referenced disk, whereas abc:filexyz indicates that filexyz is in the root directory of the disk called abc or in the assigned directory abc.

UNDERSTANDING ASSIGNS

The ASSIGN command provides a short-hand way of referencing directories; instead of having to specify a long pathname in full each time you reference it, you could ASSIGN a short, logical device name to that path, and then use that short name in future. A couple of examples are:

```
assign SHANGHAI: sys:Games
assign peter: LETTERS01:Personal/Peter
```

The first example refers to a game called Shanghai which I have installed on my hard disk in dh0:, the boot partition, in a drawer (that is, a directory) called Games. Because the game expects to be loaded from a floppy disk with the volume name of SHANGHAI:, in my startup-sequence I have the first assign shown above, which simply tells AmigaDOS that whenever a file path refers to the volume called Shanghai, it is to look for the file instead in sys:Games (the ASSIGN could have equally validly been to dh0:Games). The second example shows an assign that one might make to save typing, so that whenever one wished to access a letter in the Peter subdirectory, in the Personal directory of the disk called LETTERS01, one would just need to type peter: instead of the full pathname.

In the Shell or CLI, if you enter Assign (with no parameters), then AmigaDOS will list all current assignments on your system - volumes, directories, and devices.

The system has automatic assignments for the directories that are essential to system operation. For instance, c: (the AmigaDOS commands directory) and s: (the scripts di-

rectory which contains the startup-sequence), are automatically assigned to the corresponding directories on the sys: volume, which is the Workbench disk or hard disk partition from which the Amiga was booted. You may copy these directories elsewhere and assign them to that new device. For example, my startup-sequence has been modified so that almost the entire c directory is copied to a RAM: device, and then c: is ASSIGNED to that RAM: device.

MY MISTAKE and HOW I MISSED IT

When setting up an Amiga disk for distribution, it is a common practice to put any essential programs in a separate c directory on that disk. So this is where I put FullView, in IconStarter:c. I also have a copy of FullView in my system c: directory.

My mistake: I forgot to change the default tool details in the icon for IEv2.0.Doc after copying it from my hard disk.

How I missed it: I did a test by clicking on the icon for IEv2.0.Doc, and FullView loaded OK. What I didn't notice was that it must have loaded from the system assigned c: directory, rather than the IconStarter disk. If I'd been on the ball I might have registered that FullView had snuck in silently from RAM: rather than noisily from df0:. But I didn't. Or if I'd not had a copy of FullView in my c: then I, too, would have got an Error 205. But I didn't. So I goofed with that icon.

MORAL

Always check that the path is correctly specified for any default tools, particularly after you copy project files from one disk to another.

Reviews, Remarks and Ravings by Matthew Taylor

This month I think I will publish the article that was supposed to appear in the last edition of the newsletter but unfortunately was not quite complete in time. (In fact, this one nearly didn't make it either!)

It was nice to learn that the Motorola 88000 RISC chip is to be used by Ford in their new models. The chip was chosen over the Intel chip they were using. Looks like there is a great future ahead of Motorola based computers such as the Amiga.

Which Printer

Choosing a printer to complement your new system is somewhat of a task these days as there are so many brands, types, colours and flavours. I thought I might attempt to shed a little light on the printer scene at present. I shall stick to the good old 24 pin printer as these are the most popular machines on the market and as higher quality machines have a price tag that is out of the reach of most home computer users.

Epson

Late last year, Epson revised their LQ-400, adding features, bells and whistles at every turn and coming up with the LQ-200. This meant two things - a better printer and really cheap prices on LQ-400s at Grace Brothers.

Upon their brochure, Epson print the description of the 200 as "adapts to your needs - pampers your budget". It does give excellent quality (for a 24 pin) but it does lack in a few spots. It can print up to 192 characters per second but in LQ mode (the only important mode), it moves at around 64 cps.

The one major criticism I have of the 200 is that its paper handling is shocking. Single sheets can be fed in through your average

single sheet feeder but, if you suddenly want tractor feed, you have to remove two large sections of the printer and replace them with two even larger bits and behold! tractor feed. Not too satisfactory, as you then need to store the bits not currently in use. Fonts are alright with a selection of eight, but the selection method leaves a large deal to be desired. Pressing a button until two lights glow with the right combination of on, off or flashing is not my idea of choosing a font.

Multiple copies are no problem, though, as it will do the originals plus two copies, provided you feed it tractor feed. Its data buffer is a fairly poor 8K.

Generally, I don't recommend buying an Epson printer.

Oki

The Oki is a reliable little printer, designed to be fairly competitive on price. The Microline 380 gives 180 cps at high speed or 60 cps at LQ and so is slightly slower than the LQ-200. Fonts are one thing that is lacking quite severely here as the 380 comes with only three resident fonts, The rest of the space on the brochure being taken up with things like underline and subscript. Oki have made up for this though with excellent paper handling facilities. It comes with top, bottom and rear feed as well as built in push tractor. Let me assure you, you do not want pull tractor! Oddly enough, the brochure claims that pull tractor pulls sticky labels off and sticks them to the platten - they're dead right, it happened to me! As an added bonus, it comes with paper parking. The data is still only a measly 8K, there's no great input panel, it only gets 60% for looks but it rates higher than the LQ-200.

Panasonic

The spearhead of the Panasonic range, the KX-P1123, offers a good printer at an affordable price. Panasonic good pricing is re-

flected by the fact that many schools purchase them. Included in the machine are seven fonts, three draft and four letter quality. Each font is available in eleven different sizes from 5 to 29 cpi as well as proportional spacing. OK, so you get good choice of style, what else? Well, you get the world's worst tractor feed mechanism. I must say that this baby takes the cake for the paper eating award. The front LED panel is a nightmare to

select anything and generally takes five minutes to get it the way you want (if you actually succeed). It has a 10K buffer and will do three copies for you.

Citizen

The Citizen GSX-140 is a nice little printer, well designed and looks nice sitting on your desk. The overall construction is sound (unlike the Panasonic, which makes me think it will fall to bits) and, to top it off, it will do COLOUR.

All features are accessed from the Command Vue II which is a hyped up name for a LCD display. At least everything is in English, just what we can understand. The unit

has four user configurable macros which are used to quickly select the mode of typing you want for a specific job ie you could have two settings of font and style that you use and, in each set, one for draft and one for LQ - so you use the four macros. They are a great idea as it stops you having to enter heaps of info every time you change your mind. The only real problem with the Citizen is its price which is quite high compared to other printers. The price is offset, however, by the high quality, stylish lines and colour of the Citizen printer.

Mannesmann Tally

In the MT82, I find one of the most exciting printers available on the market today (next to the GSX-140). This effort has one striking feature that sets it apart from any

other printer - a built in cut sheet feeder. This

alone makes it a good choice for

those with any sort

of professional document production such as a

small business. The MT-82

has paper parking and gives a

very nice print quality but there is

one major drawback - the manual. Basically,

the manual is fairly poor and this

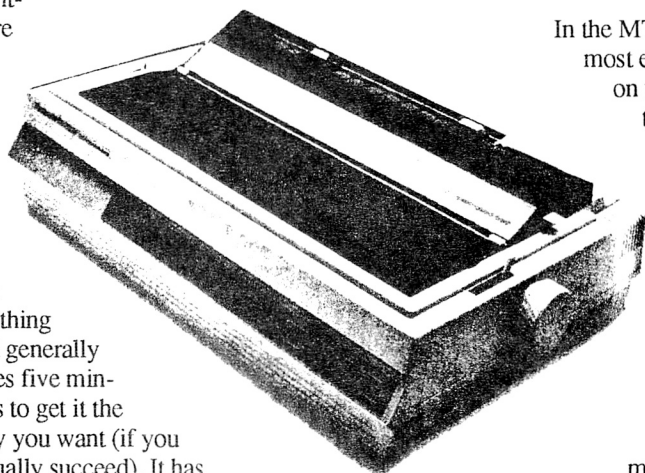
leads to a major problem in configuring the

machine. When one sets it up, it carries on

like a two-bob watch. You switch it on and

the thing starts beeping at you. Unfortunately,

you can't figure out why by reading the manual. It is easily fixed but you have to figure out how.



Brother

The Brother is a very nice little printer indeed. It will do up to a lovely 216 cps (in fact, higher models will go up to around the 800 mark!) and has an intelligent print mode. By that I mean that if, for instance, it prints one line from left to right that goes all the way to the right margin and if the next line has only one character on it, at the right margin, many printers will go all the way to the left margin and then scoot back to the right margin to print the one character - the M-1324 only goes back far enough to print the character. That in itself speeds things up a lot. It has seven fonts, an 8K buffer (optional 32K) and will do two copies. Paper handling is no problem with a versatile range of feed mechanisms, including push and pull tractor, top and bottom feed. It will park your paper and does give a beautiful print. The only real problem is the panel, which is the most confusing little bundle of fun in the world. But seeing we all use superior WYSIWYG word processors, we don't need to worry about setting the printer, do we?

The Verdict

All in all, there are three choices:

- the Brother M-1324 for all round performance (there are really good specials to be had on this model this month - phone your local Brother dealer for info)
- the Citizen GSX-140 for a top of the line colour 24 pin, and
- the Panasonic KX-P1123 for cheap quality (although the Brother is cheaper now as it is on special).

CAUS Public Domain Collection

The Society's Fred Fish collection of public domain software contains a huge variety of goodies from text editors, databases, communication, graphic and music programs through to utilities, games, disks of pictures and animations and many demonstrations of commercial programs.

The following people are PD librarians:

Simon Tow	Fisher	2888362
Lawrence Coombs	Aranda	2515523
Berenice Jacobs	Scullin	2552284
Andrew Russo	North Lyneham	2472024
Bernie Wiemers (AMOS)		2418739

You have the choice of buying the disks or swapping them for some new acceptable NAME brand disk that you own. The copying fee for each disk (except for the FISH catalogue disk) is \$1 to cover the librarian's costs.

For those who want other than the Fish collection, Berenice Jacobs holds a large collection of alternate public domain. Contact Berenice for more details.

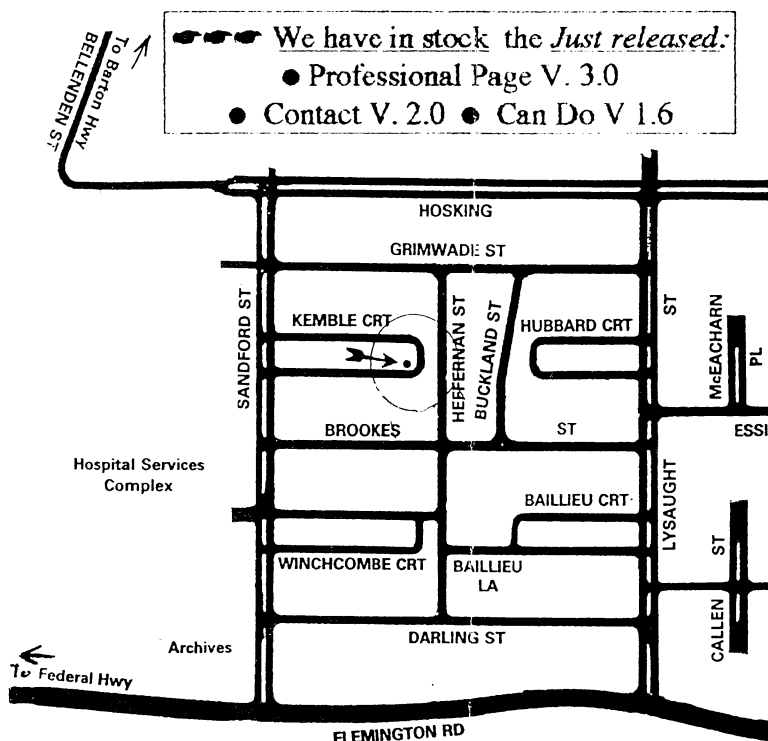
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Desktop Publishing

News and Views

Frank Keighley

Shell-startup & aliases

You might be doing a lot more typing than you need to. Very unobtrusive, in the S: directory, is a file called Shell-startup, which provides the facility to define "aliases" that you can use in the Shell - an idea I was introduced to by Tim Strachan of Megadisc.

These allow you to give a short name to a CLI command or to a whole expression. Not only can you call a command like "diskcopy" "dc" for short, you can also select some of the longer command expressions that you frequently use in the shell and give these a short name. For example, if you keep a mail log using a text editor, your command line to edit this file might have been "ed dh1:docs/mail". With an alias defined in the Shell-startup, you can reduce this to simply "mail". Avoid defining any alias which conflicts with an AmigaDOS command name though.

You may find it useful to define paths for the Shell in your Shell-startup file as well. This ensures that it will recognise, for example, the paths which you have also defined in your startup-sequence for the initial Shell to use.

Below follows a sample Shell-startup with some explanations of the commands used:

Prompt "%N.%S> "

```
alias dc diskcopy                ;AmigaDOS command shortcuts
alias es endcli
alias md makedir
alias ns newshell
```

```
alias fax copy dh0:ppage/documents/faxform.ps par:
alias lh copy dh0:ppage/documents/lh.ps par:
alias labels copy dh0:ppage/documents/labels.ps par:
alias mail ed dh1:docs/mail
```

```
alias edss ed sys:s/startup-sequence      ;edit startup file
alias edsst ed sys:s/shell-startup        ;edit shell startup
alias mail ed Mail:Mail92.ed              ;edit the mail log
```

```
alias xcopy copy [] clone                ;copy file with original date
alias endshell endcli                    ;alternative name for endcli
alias pro execute s:spat protect []      ;use wild cards with protect
alias sdate execute s:spat setdate []    ;use wild cards with setdate
alias ren execute s:dpat rename []       ;use wild cards with rename
alias clear echo "*E[0;0H*E[J"           ;clear shell window
alias reverse echo "*E[0;0H*E[41;30m*E[J" ;reverse colours on shell
alias normal echo "*E[0;0H*E[40;31m*E[J"  ;return to normal colours
```

```
path ram: sys:system sys:utilities add   ;let new shell inherit paths
path dh1:arexx2 add                       ;paths for dh1:
path dh1:comms dh1:ozutils dh1:utils add ;paths for dh1:
```

A-Max II Plus

Readysoft has announced details of the new A-Max II Plus package which should be in Australia within a couple of weeks. It requires an Amiga 2000 or 3000 expansion slot, and mounts internally. Amiga floppy drives are enabled to read and write Mac disks. Two Mini DIN-8 RS 422 serial ports, like those on current Macs, are on the board and accessible from the back plane when the board is mounted in the machine. AppleTalk® compatibility is provided, and a Mac compatible Midi interface is built in.

ARexx scripting with Contact and ProPage 3.0

ARexx is being adopted by more and more software developers as a medium for allowing the user to define special add-on functions and to tie programs together so that they work cooperatively. One case in point is the new CreatePPMergeFile that comes with Contact 2.0 and is used to generate a mailmerge file for use with the new ProPage 3.0. Extracts are shown below:

```
call addlib 'Contact', 0 (Add the Contact program as an ARexx host)
address 'Contact' (Make ARexx host commands go to Contact by default)
SIGNAL ON ERROR (Turn on error trapping to catch end of file condition)
OPTIONS RESULTS (Allow ARexx commands to return results)
say 'Enter name of merge file to create:'
parse pull filename
RET = open('tempfile',filename,'W') (Create the required file & return
success code to variable RET)
say 'Enter text to select on:'
parse pull select
say 'Looking for records containing' select ' for merge file'
'FIND' select (Find the first matching entry)
call writeln ('tempfile','"Line1","Line2",etc...')
DO forever
'GET' (Get the current address) ... etc
call writech('tempfile','') (Copy this entry to the new file)
call writech('tempfile',line1)
etc
'FIND NEXT' ( Find the next occurrence of the given text)
END
ERROR:
call close 'tempfile'
say "End of Contact list reached"
EXIT
```

The script takes the selected records and writes them to a file in the mailmerge format required by ProPage 3.0, for form letters etc.

Special Interest Groups (SIGs)

The SIGs are one of the main reasons for being a member of CAUS. They give you a chance to meet Amiga owners with similar interests and, by interacting with them, to develop some specialised skills in some aspect of the Amiga's capabilities.

The key word above is "interacting". While the SIG coordinators organise things, the best parts of SIGs are the general "yakking", comparing notes, passing on new information, showing your own work and constructively criticising others' and generally learning from each other.

The following are the details of the CAUS SIGs:

The **AMOS SIG** (coordinator Bernie Wiemers 2418739) meets at 7.30 pm on the fourth Tuesday of each month at the Canberra Workers' Club.

The **CanDo SIG** (coordinator Andrew Boundy 2916971) meets irregularly - ring Andrew for more details.

The **Desktop Video SIG** meets at Rob Vander Meer's house at 8.00 pm on the last Tuesday of each month.

The **Genealogy SIG** (coordinated by Loy Winkler) has no meetings planned for June/July due to lack of venue - ring Loy on 2588320 if you are interested.

The **Music & Graphics SIG** (coordinator Matthew Taylor 2515343) meets at 6.30 pm on the first Sunday of each month at the Canberra Workers' Club.

Chris Cole (2478590) runs the **Hardware SIG**; the purpose of this SIG is to familiarise members with the internals of the Amiga by looking at hardware problems which arise from time to time.

The **Desktop Publishing SIG** members are involved in producing this newsletter six times a year. We learn all aspects of the publishing process from begging for material, assembling articles and graphics, page layout and collating. We tend to meet as necessary.

MUSIC & GRAPHICS SIG

The SIG is up and running but attendance at the meetings has been very very poor! The first meeting attracted a nice crowd but things have slackened off alarmingly. I'd love to see more guys and gals at the next meeting, to discuss all things musical and graphical.

The meetings are on the first Sunday of the month at the world famous Canberra Workers' Club at 6.30 pm. Why not have dinner at the bistro before the meeting?

I am also looking for submissions of graphics and music for the upcoming Music and Graphics SIG demo. That's right, Ellen, I want your graphics! So - anyone with anything nice, get it to me so we can produce something really fun!

GUEST SPEAKER APRIL MEETING

Thanks to Steve Lloyd of Parath Computers at Fyshwick for his excellent demonstration of laser disks at the April meeting.

Steve is a good source of advice on the upper end of Amiga hardware and software, eg Amiga 3000's, Multisync monitors, DCTV...



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New Features of ADPro 2.1 by Mark Trenery

ASDG's The Art Department Professional (ADPro), has recently undergone a series of closely released updates. It was only a matter of weeks after receiving V2.0.3 that V2.1.3 arrived in the mail. Perhaps an admission from ASDG that there were some obvious bugs in the first release of V2.x. The only ones I stumbled across was the problem of NTSC rendered screens when trying to create a PAL overscan (hi-res) background. These backgrounds are created using the Backline or Backdrop loaders, and are typically very smooth colour graduations useful for video presentation, such as a title screen background. In this article I will briefly describe the significant updates that come in V2.1 of ADPro.

Perhaps I should describe what this package does for those that haven't seen or used it. Basically ADPro and its predecessor, by the same name without the 'Professional', provide an array of 'operators' to modify, adjust, re-scale, convert and otherwise work on a wide range of bitmap image formats. It keeps track of all the colour information using 24-bit plane colour data - 16.8 million colours. Why would use such a specialised package? Simply because it provides the best possible results on an Amiga platform. For example, its scaling algorithms produce the best results (both for reducing and enlarging). It can convert from one Amiga resolution to any other, and supports a variety of extra hardware to display these pictures with more colours than the Amiga hardware can support i.e OpalVision & DCTV.

Finally ADPro can import and export many

other file formats, common to other computer systems. Formats like GIF, PCX, MacPaint, TIFF are widely used among the professional DTP bureaux, and are handy to have access to.

Probably the biggest news in the update is the extension of ADPRO to the support of animation. FRED (Frame Editor) now joins us to help us organise and display a sequence of images. FRED can call on operators from within ADPRO and create animation effects from these. A simple example would



be a fade from one picture to another, defined in a number frames. The frame editor also allows for the batch processing of a list of files so that you may escape the overwhelming task of learning Arexx. Basically, telling the machine to go and process these files without you being there to do it.

Some of new features require Kickstart 2.0, one of the most handy features is the palette editor which now displays 256 colours on screen. In regard to loading and saving image formats the following have been added or updated:

Loaders

clipboard - programs which support it can put pictures away for ADPro to collect from here. There seems to be much raving about OLE in MicroSoft's Windows 3.1. The clipboard has provided a similar function for a long time but was poorly supported by Amiga software.

Savers

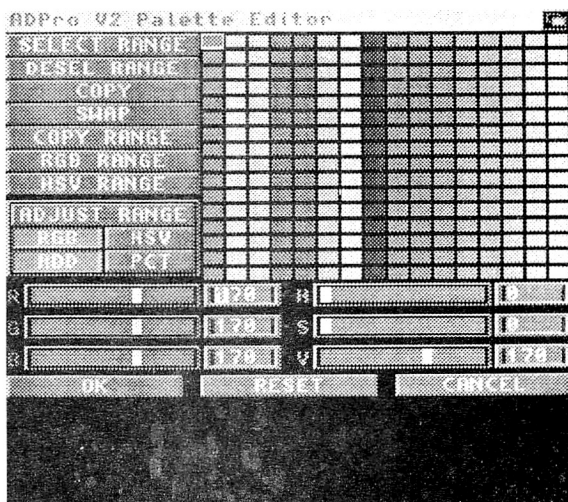
Clipboard

HAME - A display hardware device

JPEG - Joint Photographic Export Group standard for extremely high compression rates. If you like a picture can be compressed to be reduced by 40 times with minimal loss of quality and by around 80 times with some loss of quality. Meaning a 24-bit 1 MB file can be squeezed to around 25K!

PrefPrinter - Allows for preferences supported colour printers to print at 24-bit, displaying millions of colours.

Resolver - Support for the DMI Resolver RGB output board in 8-bit (256 colours) at 2048x1024 non-interlaced or 2048x2048 interlaced.



The new image operators include:

Broadcast Limit - Provides automatic saturation control of PAL/NTSC images so that they meet video broadcast standards for recording onto video.

DCTV - Reformats images for display on DCTV hardware.

Deinterlace - Separates interlaced images to two files.

Interlace - Create interlace pictures whose odd and even fields are differing images

Roll - Create roll effects as a transition between images.

Saturation - Adjust colour saturation.

ICON CHANGES with WORKBENCH 2

by Leigh Murray

There are two major changes in the way Workbench 2 handles icons:

all icons are surrounded by a box, and colour usage has been changed from the familiar blue, white, black and orange colours of Workbench 1 to grey, black, white and blue.

Icon Boxes

Placing the icons in icon boxes has several effects:

1. The border around each icon gives the visual effect of a raised icon button, and the border changes when the icon is selected, appearing as though the icon 'button' has been depressed.
2. There is no longer any difficulty in selecting backfilled icons; just click anywhere within the icon box to select the icon.
3. The icons now take up considerably more room, as 3-4 pixels are added to each dimension of the icon to create the border.

Colour Changes

The most important effect of the change to the Workbench colours is that, compared to Workbench 1, black and white are swapped; so colour 1 becomes black and colour 2 white, whereas with Workbench 1.2 and 1.3, colour 1 is white and colour 2 is black.

Remapping Icons

If you are using the standard Workbench 2 colours, then most icons designed for Workbench 1 will look better if they are remapped so that the black and white are exchanged.

One of the easiest ways to remap is to use RemapInfo. Fish 623 contains version 1.1 of RemapInfo, the latest version and the best for use from Workbench 2. Fish 542 contains version 1.0.

RemapInfo is very easy to use. Simply click once on its icon and then, holding the shift key down, double-click on the icon you wish to remap. Or to remap several icons at once, click on the RemapInfo icon, hold the shift key down while selecting all the icons to be remapped, and double-click on the last of those icons.

RemapInfo can also be used to remap icons designed for Workbench 2 so that they look better on Workbench 1 systems. But if version 1.1 of RemapInfo is used in a Workbench 1.3 environment, there will be no indication that the icon has been remapped until the window containing that icon is closed and reopened. So for use on Workbench 1 systems, I think version 1.0 of RemapInfo, which comes on Fish 542, is slightly easier to use because it details its progress on the screen as it changes icons.

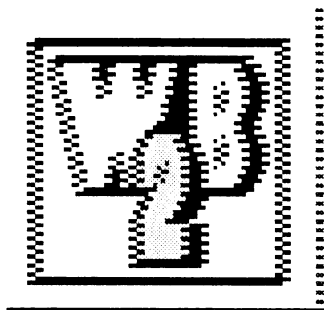
Note that RemapInfo seems not to be able to remap disk icons; nor can it remap any drawer icons not yet associated with a directory (ie, it won't remap test versions of these icons). With disk icons, it gives an error message, but with test versions of drawer icons, it just studiously ignores the remap request (and if there is even one test drawer icon amongst 15 icons selected for remapping, it will ignore the lot).

So for remapping disk icons or test versions of drawer icons, you will need to use something else, such as the icon-editing program IEv3.0 (a demo version of this program is available on either the CAUS IconStarter Disk or Fish 621). And if you also wish to change other aspects of an icon (design, type etc) as well as remapping the colours, then the SwapColours feature of IEv3.0

would be useful for remapping the colours at the same time as you edit the other details.

Using Non-Standard Workbench Colours

The standard Workbench 2 colours are light grey, black, white and mid-blue. This colour scheme gives a pleasant, neutral background, but it also tends to make many



icons look rather wishy-washy. They just don't have the same oomph they have with the stronger Workbench 1 colours.

If you want oomphy icons, then there are several ways to achieve this:

- change the workbench preferences back to Workbench 1 colours,
- choose one of the many preset 4-colour schemes supplied with WB2,
- choose some other colours for yourself, or
- select an 8 or 16-colour workbench (these are WB2 options).

There are two drawbacks to reverting to Workbench 1 colours. The icon buttons which are a major feature of WB2 icons would appear 'depressed' when unselected (rather than on selection) because black and white have been swapped; this would look a bit strange. And, as an ongoing (small) chore, icons designed for Workbench 2 would probably look better remapped.

Eight preset colour schemes are supplied with Workbench 2. They have fanciful but evocative names such as Pharaoh, Sunset, Steel etc; I prefer these three presets to the default Workbench 2 colours. The presets can be accessed by first clicking on Prefs and then on Palette, and then selecting one of the presets from the Edit menu within Palette Preferences.

The presets can also be used as the basis of an individual scheme, or totally different colours can be chosen. I'm currently experimenting with colour 0 set to a mid-blue (Red 6, Green 8, Blue 11 or thereabouts) and colour 3 a green (0,12,7 or thereabouts), with colour 1 black and colour 2 white as in standard WB2 schemes. This colour scheme looks good with many icons, including scenic ones, but I've yet to do a prolonged test of how well it will work in practice.

When choosing a colour scheme, check that all the colours contrast well in all your commonly-used programs. For instance, a directory utility may use colours in a certain way to highlight features; check you can see these without eyestrain (Pharaoh's cream colour 3 doesn't show up well against a white background). And check that text (such as this article) is easy to read, with good contrast between the text and the background.

Workbench 2 has options for 2, 4, 8, or 16 colours. With the greater number of colours, you too could have gloriously technicolour icons; the downside is reported to be slower speed and more storage needed for the icons. To try out this feature, simply select the ScreenMode icon in the Prefs window. To reset the number of workbench colours, you will first need to close all windows except drawers, including any iconified windows (such as those created by directory utilities or virus-checkers).

Redesigning Icons to improve their appearance on Workbench 2

For icons that have already been designed to appear as an icon button, the extra icon box added by Workbench 2 gives a slightly strange appearance. These icons would look better modified to remove the outside border (letting WB2 provide it automatically).

Icons designed with an extra blank line beneath them to improve the readability of their name with Workbench 1 look unbalanced when used in Workbench 2 as the extra blank line is incorporated within the icon box.

Also, for windows containing large numbers of differently-sized icons, the general appearance would be greatly improved for WB2 usage by redesigning the icons so that there is some uniformity of size in the final WB2-generated icon boxes.

And where the icons are tightly-packed in a window to suit Workbench 1.3, the icons would look better with Workbench 2 if they were resized and moved slightly so that they do not overlap.

In all these cases, some redesign of the icons is desirable. A good general-purpose program for this task is version 3 of the icon-editing program IE. You may also find that some aspects of icon redesign would be easier using a Paint package first, with the final touches being made after reassembling the icon in IE (the Icon-Making article in the last CAUS newsletter describes how to construct icons using Paint and IE).

Icon design has a big impact on the general appearance of workbench screens and windows, and I think it is well worth making an effort to tart up the icons to give a more pleasing effect. An interesting, well-designed array of icons makes working with the Amiga that bit nicer.

Editorial

There are some excellent articles for you in this beCAUS by Leigh Murray, Matthew Taylor and Mark Trenery. Leigh and Matthew could be classified as regular contributors and, in fact, without them the past few magazines would have been pretty bare. The June beCAUS looked like being a weight watchers' edition too until two weeks ago. We need a broader range of contributors of both articles and graphics. Sooo ... how about contributing to the August edition; the deadline is 15 July. If you are unsure about writing style (what style?), text or graphic format (we can convert anything!) or content, give me a ring on 2918 324.

Thanks to those who volunteered to help collate the magazine - your assistance is gratefully received.

Classifieds

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A2620 Accelerator for A2000. 2 MB RAM space for 4 MB. 68020 + 68881 FFP.
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'The Art Department' \$60

Contact Mark (06) 286 1358

For Sale

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Ring Fred 288 6708 (evenings)

For Sale

Star NX1000 colour printer with spare ribbons; excellent condition \$300

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Desktop Utilities

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BBS: 239 6659 Fax: 239 6619

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Contact 2.0

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The screenshot shows a 'Printer setup' dialog box with the following fields and options:

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- Position: 180 350 550 850
- Lines per label: 5
- Pitch: ☒ None ☐ Fine
- Quality: ☒ Draft ☐ Letter ☐ Postscript
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- Postscript device name: PNR
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WHAT'S HAPPENING

BBS

The Committee apologises for the fact that the bulletin board is down. We are trying to fix the situation but the basic problem is that we need a new Sysop. Peter McNeil has been our Sysop for some years now and has done a sterling job but is looking for a break, particularly with the expansion of his business. At the moment, the BBS runs on a clunky MSDOS computer (which is out of action at the moment) but there is a real prospect of an Amiga system being installed in the near future.

We need volunteers - a Sysop and some assistant Sysops perhaps - to run the BBS from their home or other stable address. CAUS would pay for the Telecom connection and would train the new team. If you are interested, come to the June meeting and raise the matter with any of the Committee or give them a ring.

Blank Disks

Blank disks will be on sale at the general meetings. Current price is \$10 per box (with a guarantee!). Every box you buy brings a dollar to CAUS.

Honorary Membership

This award is given to a member of CAUS who has made a significant contribution to the Society during the previous 12 months. If you can think of someone deserving of such recognition, either ring Tony Hayman our Secretary on 296 1894 (h) or nominate them at the June meeting. A vote will be taken for the award at the June meeting. Peter McNeil was the first recipient of an honorary membership.

Other User Groups

The Editor will bring to the June meeting a collection of newsletters from other user groups. These will be available for reading. You may pick up some ideas from these that we can use at CAUS. We may be able to arrange photocopying of articles for members. See David Wilson at the back of the auditorium.

Workers' Club

The Workers' Club is making the auditorium available to CAUS for a very good rate. Please show your appreciation at every opportunity. Don't forget that there is full access for disabled members into the Club for our meetings.

Commodore Show

Are you thinking of going to the Commodore Show to be held at Darling Harbour on 3, 4 and 5 July? The show last year was excellent value with lots of specials, new hardware and software to covet and members of other user groups to talk to. Committee member Neil Squires will organise a bus for the Saturday if enough CAUS members (and families) want a hassle-free trip up and back (and no parking problems).

The return bus trip to Sydney (including entrance to the Show) will be \$35 - but we need a minimum of 30 takers. The bus will leave Canberra very early Saturday morning to give members a full day at the Show and be back in Canberra at about 9 pm.

We will also have tickets to the Show at a special User Group price of \$7 for those making their own way there.

See Neil at the June meeting or ring him on 259 1128 (h) by 16 June if you are interested in either the bus trip or the tickets.